

AMENDMENTS TO THE CLAIMS

Please amend the claims as follows.

1-105. (Canceled)

106. (Currently Amended) ~~A method of awarding a progressive prize using In a bank network of gaming machines, each of said gaming machines having a user interface activatable by the player to affect game display, each of said gaming machines being capable of gaming machine accepting different bets wager amounts per play as selected made by a player, the a method of awarding one of a plurality of progressive prizes upon the occurrence of a trigger condition having a probability related to the amount of the wager, comprising:~~

~~allowing the player to bet a plurality of credits for a single play making a wager at a particular gaming machine in the bank network of gaming machines;~~

~~initiating the single play a first main game at the said particular gaming machine; determining the trigger condition as a result of said first main game being initiated, said trigger condition occurring upon an event having a probability of occurrence dependent on the amount of the wager made at said particular gaming machine;~~

~~selecting a random number within a predetermined fixed range of numbers in response to the initiating step, wherein the predetermined fixed range of numbers does not change during the single play;~~

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~~allotting to the player a plurality of numbers for each credit of the plurality of credits bet by the player for the single play, wherein the allotted numbers comprise a subset of the predetermined fixed range of numbers; and~~

~~triggering a second game to appear at said particular gaming machine in response to said determining of said trigger condition, the outcome of said second game determining which one of said plurality of progressive prizes has been won;~~

~~displaying said second game to the player at said particular gaming machine in response to said triggering;~~

~~activating said user interface at said particular gaming machine by said player during said displaying of said second game to affect the display of said second game;~~

~~identifying to the player which one of said plurality of progressive prizes has been won; and~~

~~awarding the said one of said plurality of progressive prizes that has been won prize to the player when the selected random number matches one of the allotted numbers.~~

107. (Currently Amended) The method of claim 106, wherein ~~each gaming machine in the bank of gaming machines has identical play characteristics~~ said step of determining the trigger condition includes:

- (1) selecting a random number from a predetermined range of numbers;
- (2) allotting a plurality of numbers from the predetermined range of numbers in proportion to the amount of the wager made at said particular gaming machine; and

(3) indicating the occurrence of the trigger condition if one of the allotted numbers matches the selected random number.

108. (New) The method of claim 107 wherein the amount of the wager is an amount in credits.

109. (New) The method of claim 107 wherein said step of making a wager includes betting a plurality of credits, and wherein said step of allotting includes allotting one number for each credit bet.

110. (New) The method of claim 107 wherein said step of allotting includes allotting one number for each unit of currency of the amount wagered.

111. (New) The method of claim 106 wherein said gaming machine includes a random number generator, and further including initializing said random number generator of each of said gaming machines to generate random numbers from a predetermined fixed range of numbers, said step of initializing occurring at start up and prior to said step of initiating said first main game; and

for every game that is played, selecting a random number from said predetermined fixed range of numbers.

112. (New) The method of claim 107 wherein said step of selecting a random number includes generating a random number from a random number generator.

113. (New) The method of claim 106 wherein said second game appears at the completion of said main game.

114. (New) The method of claim 106 wherein said step of identifying occurs at the completion of said second game.

115. (New) The method of claim 106 wherein said step of displaying said second game includes displaying spinning reel strips; and further including stopping said spinning reel strips in response to said step of activating.

116. (New) The method of claim 115 wherein said user interface includes buttons; and wherein said step of stopping said spinning reel strips includes pressing said buttons of said particular gaming machine.

117. (New) The method of claim 106 wherein said step of triggering a second game includes awarding more than one game.

118. (New) The method of claim 106 wherein the currency denomination of each gaming machine is one cent.

119. (New) The method of claim 106 wherein said plurality of progressive prizes are of unequal value.

120. (New) The method of claim 106 wherein each of said plurality of progressive prizes being a fraction of an incrementing pool.

121. (New) The method of claim 106 whercin said second game has a higher probability of success than said first main game.

122. (New) The method of claim 106 and further including alerting a player that said step of triggering has occurred, said step of alerting occurring prior to said step of displaying said second game.